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Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (currently amended) A method for developing and executing software applications at an abstract design level, the method comprising: capturing an application logic at the abstract design level as one or more visual models for developing a software application, the visual models being independent from an underlying programming technology; dynamically deploying the captured application logic to an execution platform, wherein the deployed application logic is immediately executable; dynamically executing the deployed application logic from the execution platform in response to an external request sent by an external client device to the execution platform, the external request having one or more parameters; processing the external request; returning one or more response objects after processing the external request; and presenting ~~the~~ converted response objects to the external client device based on a type of the external client device or the parameters of the external request.

2. (original) The method of claim 1 wherein the step of processing further includes converting the parameters of the external request to one or more objects and passing the converted parameters to the application logic.

3. (currently amended) The method of claim 1 wherein the step of presenting further includes converting the response objects to a predetermined format based on [a] the type of the external client device or the parameters of the external request.

4. (original) The method of claim 1 wherein the step of capturing further includes generating one or more storage device schemas in at least one storage device as required by the captured application logic.

5. (original) The method of claim 1 wherein the step of deploying further includes saving the captured application logic to the execution platform.

6. (original) The method of claim 1 wherein the step of executing further includes: retrieving one or more objects from at least one storage device; and updating one or more storage device schemas in the storage device.

7. (currently amended) The method of claim 1 wherein the step of capturing further includes: defining one or more interrelated objects for the visual models; and constructing one or more high-level structures containing one or more formulas to represent the application logic.

8. (original) The method of claim 7 wherein the step of defining further includes, for each object, defining at least one object type, attribute, relationship to at least one other object, and expected behavior.

9. (currently amended) A method for developing and executing software applications at an abstract design level, the method comprising: capturing an application logic at the abstract design level as one or more visual models for developing a software application, the visual models being independent from an underlying programming technology; dynamically deploying the captured application logic to an execution platform, wherein the deployed application logic is immediately executable; generating one or more storage device schemas in at least one storage device as required by the captured application logic; dynamically executing the deployed application logic from the execution platform in response to a[n] direct external request sent by an external client device to the execution platform, the direct external request having one or more parameters; converting the parameters of the direct external request to one or more objects; processing the direct external request; returning one or more response objects after processing the direct external request; converting the response objects to a predetermined format based on the type of the external client device or the parameters of the external request; and presenting the converted response objects to the external client device.

10. (original) The method of claim 9 wherein the step of processing the external request further includes passing the converted parameters to the application logic.

11. (original) The method of claim 9 wherein the step of deploying further includes saving the captured application logic to the execution platform.

12. (original) The method of claim 9 wherein the step of executing further includes: retrieving one or more objects from the storage device; and updating the storage device schemas.

13. (currently amended) The method of claim 9 wherein the step of capturing further includes: defining one or more interrelated objects for the visual models; and constructing one or more high-level structures containing one or more formulas to represent the application logic.

14. (original) The method of claim 13 wherein the high-level structure is a process.

15. (original) The method of claim 13 wherein the high-level structure is a rule.

16. (original) The method of claim 13 wherein the step of defining further includes, for each object, defining at least one object type, attribute, relationship to at least one other object, and expected behavior.

17. (currently amended) A system for developing and executing software applications at an abstract design level, the system comprising: a visual modeling tool for capturing an application logic at the abstract design level as one or more visual models for developing a software application, the visual models being independent from an underlying programming technology; means for dynamically deploying the captured application logic to an execution platform, wherein the deployed application logic is immediately executable; means for dynamically executing the deployed application logic from the

execution platform in response to an external request sent by an external client device to the execution platform, the external request having one or more parameters; means for processing the external request; means for returning one or more response objects after processing the external request; and means for presenting ~~the~~ converted response objects to the external client device based on a type of the external client device or the parameters of the external request.

18. (original) The system of claim 17 wherein the means for processing further includes means for converting the parameters of the external request to one or more objects and passing the converted parameters to the application logic.

19. (original) The system of claim 17 wherein the means for presenting further includes means for converting the response objects to a predetermined format based on the type of the external client device or the parameters of the external request.

20. (original) The system of claim 17 wherein the means for capturing further includes generating one or more storage device schemas in at least one storage device as required by the captured application logic.

21. (original) The system of claim 17 wherein the means for executing further includes means for: retrieving one or more objects from at least one storage device; and updating one or more storage device schemas in the storage device.

22. (currently amended) The system of claim 17 wherein the means for capturing further includes means: defining one or more interrelated objects for the visual models; and constructing one or more high-level structures containing one or more formulas to represent the application logic.

23. (original) The system of claim 22 wherein the step of defining further includes, for each object, means for defining at least one object type, attribute, relationship to at least one other object, and expected behavior.